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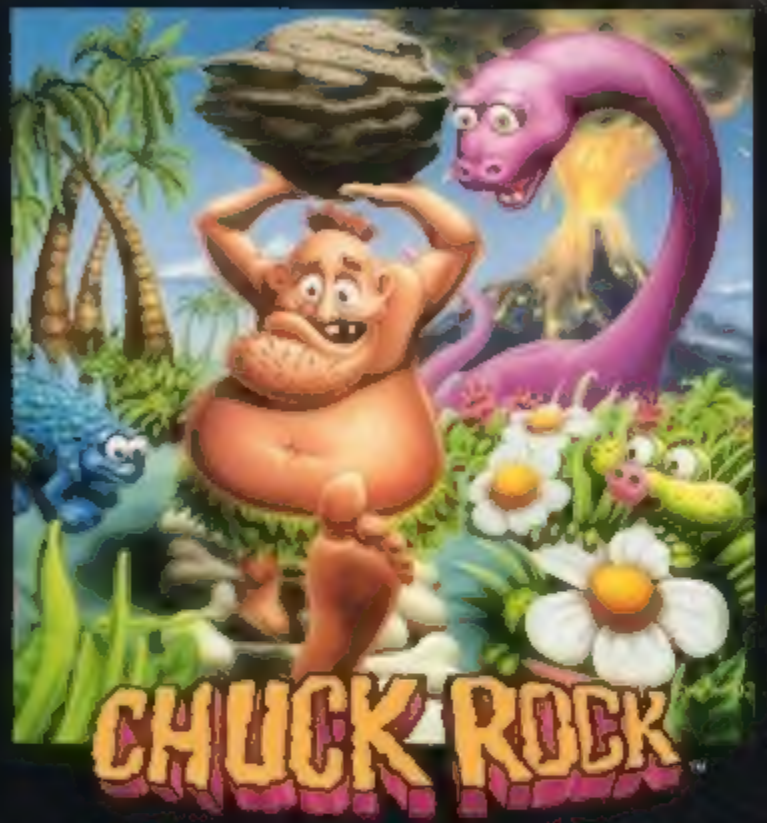

CHUCK ROCK™

INSTRUCTION BOOKLET

SONY IMAGESOFT

SUPER NINTENDO ENTERTAINMENT SYSTEM

Please read this instruction manual before beginning **CHUCK ROCK!**

WARNING: Please read the enclosed consumer information and precautions booklet carefully before using your Nintendo Hardware System or Game Pak.

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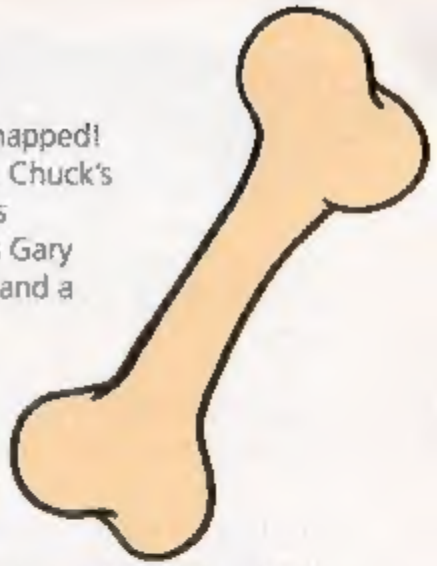
CHUCK'S GONNA GET YOU, GARY GRITTER!

Back when men were cavemen and women had names like Ophelia, Chuck Rock was one and his wife—well, her name was Ophelia.

And their matrimonial bliss was complete. Strong of jaw and big of belly—just a little weak in the frontal lobe department—Chuck was nevertheless a prosperous, upwardly mobile hunter-gatherer. And the fair Ophelia was a swell little cavemaker.

But, as is often the case—for envy skulks and sulks on the outskirts of lives so blessed—the connubial rapture of Chuck and Ophelia was not to continue unabated. One dark day, Chuck returned from flinging gravel at migrating pterodactyls to find Ophelia—or rather not to find her—vanished! Worse—she'd been kidnapped! And by none other than Chuck's former rival for Ophelia's affections, the nefarious Gary Gritter, tough as stones and a whole lot heavier.



Now, needless to say, Chuck's got a bone to pick with Gary—a bone about the size of a brontosaurus' thigh. That is, if and when Chuck can find that pebble-chewing wife-snatcher.

But in seeking his revenge (not to mention his wife), Chuck will have to kick and belly-butt his way through five challenging stages of play, with big bad bosses at the end of the lines. He'll encounter tough terrain and savage creatures . . . brave another Ice Age . . . bob and body-surf through a dangerous water world . . . face the terrors of a dinosaur boneyard . . . and—well, chuck some rocks, what else?

Hold on, Ophelia! And watch out, Gary! Here comes the dauntless Chuck Rock!

STARTING THE GAME

1. Turn off your Super Nintendo Entertainment System by sliding the POWER bar away from the Game Pak slot. Plug a controller into the system.

2. Insert the *CHUCK ROCK* Game Pak, label facing front, in the system Game Pak slot.

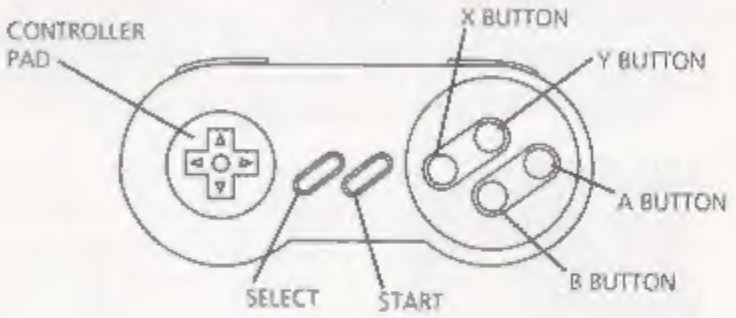
3. Turn on the system by sliding the POWER bar toward the Game Pak slot.

4. Press START to go to the GET READY screen.

5. Press START again to begin play.

CONTROLLING THE CAVEMAN

Use the control pad and other buttons on your controller as shown to control Chuck:



CONTROLLER PAD

UP	Move up (usable only when Chuck is in the water).
Down	Duck. Put down a rock.
Left	Walk or swim left.
Right	Walk or swim right.

X & Y BUTTONS

X No function.

Y Belly-butt or kick, or pick up a rock. Chuck must jump to kick, and duck first to pick up a rock. When Chuck is carrying a rock, throw or drop the rock.

A & B BUTTONS

A No function.

B Jump.

SELECT

SELECT is not used in this game.

START

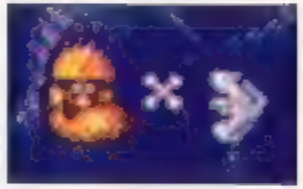
Begin play. During play, press START to pause, then press it again to resume play.

To jump-kick, do just that: first jump (**B**), then kick (**Y**).

To pick up a rock, first press the DOWN arrow on the control pad (to have Chuck duck down next to the rock), then press Y.

WHAT YOU SEE—AND WHAT TO LOOK FOR

Chuck starts every game with five lives. In the lower right corner of the screen, a cameo of Chuck's pretty face, followed by an X and a number from 1 to 5, indicates how many lives he has left.



In the lower left, a heart indicates Chuck's energy level by shrinking as he runs out of energy, and swelling when he gains energy or begins a new life. You can renew his energy by scooping up (simply walking over) hearts and other items that appear on the screen.

Level 1

200: orange slice

400: ham hock

600: chicken leg

800: weiner

10,000: pig head

energy: heart

Level 2

200: mushroom

400: ice cream cone

600: lemon

800: rock cake

10,000: tomato

energy: heart

Level 3

200: violet fish

400: green fish

600: gold fish

800: small star fish

10,000: big star fish

energy: heart

Level 4

200: ham hock

400: grapefruit slice

600: turkey leg

800: weiner

10,000: bag of peas

energy: heart

Level 5

200: wishbone

400: bone

600: bone

800: skull

10,000: big bone

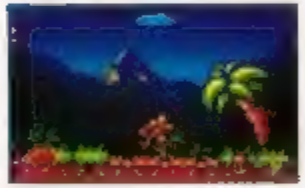
energy: heart

When Chuck takes a blow that costs him energy, he often looks straight at you, his eyes wide and his big tongue sticking straight out. When he loses a life, you'll know it.

Your score appears at the top center of the screen.

SCORING—AND SURVIVING

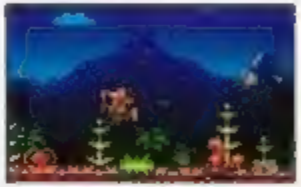
You score points —and Chuck survives to see his fair Ophelia once more—by wiping out creatures that get in his way and by collecting many different items.



Light on his feet for a big man, Chuck can walk, jump, swim, and lift and throw heavy rocks. In addition to chucking rocks to repel onrushing dinosaurs, Chuck can also use them as stepping-stones to get to otherwise inaccessible places. But he can carry only one rock at

a time, and he can't jump very well when he's weighed down by a big stone.

Chuck can also lay a pretty hefty jump-kick on anybody, or anything, that gets in his way. For flying creatures, try a jump, then a kick to knock 'em for a loop.

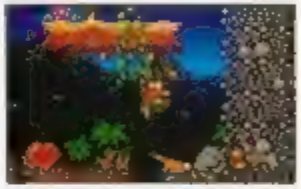


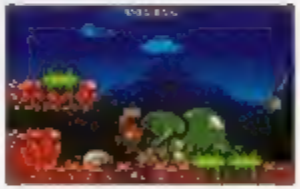
And of course Chuck's other, far-from-secret weapon is his prodigious belly, which he can use to butt his enemies away or destroy them altogether.

STAGES OF THE GAME

There are five stages of play in *CHUCK ROCK*, and each one has several levels. Here's a rundown of some of the challenges you'll encounter at each stage, and some tips for helping Chuck come shining through.

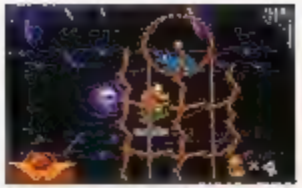
The Law of the Jungle



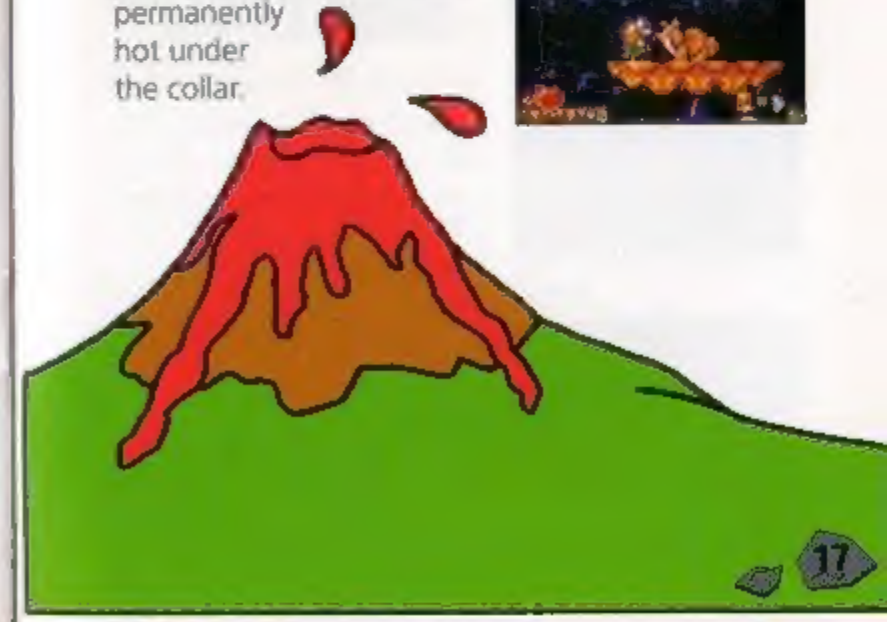


Five levels. This is pretty straightforward stuff, which will help you get familiar with Chuck, his basic moves, and the way things generally work in *CHUCK ROCK*. Chuck can use the alligators to catapult himself by walking on one end and dumping a rock on the other. Try it. Until the end, that is, when the boss appears—a big green triceratops with a white band-aid on its butt—and things can get wild and woolly.

If You Can't Take the Heat, Get Out of the Volcano

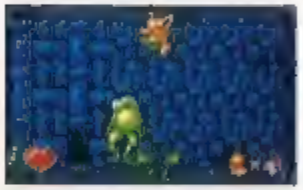


Four levels. The guts of this fiery mountain are vast, so jump on the elevators to get around. Chuck sometimes freezes in this place, and it's not because he's cold—he's terrified! The boss here is a saber-toothed tiger, and he's permanently hot under the collar.



In the (Primordial) Soup

Three levels, all swampy, with lots of platforms *under* the water and a fat blue sea monster for a boss. Chuck can swim underwater, and floats to the surface when you release control of him. On the other hand, he drifts to the bottom when he loses a life. Use the frogs—which can be a bit hard to see in the murk—to jump.



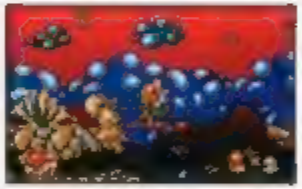
Chuck Chills Out in the Ice Age

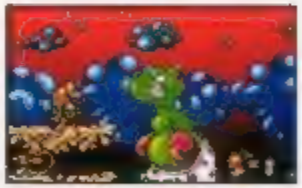
Four levels. The ice is blue, and so is Chuck—will he ever get to see Ophelia again? Not if the boss, a wild and woolly mammoth, can help it. But the smaller red woolly tusked creatures can help Chuck jump to inaccessible places by sucking him into their trunks, then shooting him through the air. What a ride!

Dead Dinos—or Are They?

Three levels. You'd think a dinosaur graveyard would be a nice, quiet place. Maybe it would be, except that some of these dinos ain't dead—including

the boss dinosaur, the baddest of them all. Even some of the creatures that Chuck knocks off will come back to haunt him. But those curled-up red snakes can be useful—give 'em a kick and they'll stretch out for Chuck to walk on.





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